

Pre-war Marches

Tureded

Nestled on the fertile plains of Tureded, a vital jump-1 junction on the Spinward Main, the air hums with the promise of bounty and the tension of looming conflict. This agricultural world, with its sprawling farms and tight-knit communities, thrives as a breadbasket for nearby systems. Yet, in the shadow of a potential war, the recent unmasking of Zhodani sleeper agents has sown distrust among the fiercely independent locals. At the Springfield Down starport, in the bustling Verdant Junction Market, or out in the vulnerable Greenbelt colonies, opportunities for profit and peril await travellers bold enough to navigate Tureded's delicate balance of prosperity and paranoia.

1. Tureded Downport: The Springfield Down Starport Complex

Description:

Tureded's huge Class C starport, known as the Springfield Down, is an average facility nestled in a fertile valley, surrounded by sprawling hydroponic farms and grain fields. The downport is a chaotic hub of traders, local farmers, and off-world merchants, with unrefined fuel tanks, a small shipyard for repairs, and a bustling cantina called "The Grain Bin." In 1107, the starport is abuzz with rumors of Zhodani sleeper agents recently uncovered in the planetary government, creating an atmosphere of paranoia. Armed local militias, like biker gangs, patrol the perimeter, eyeing offworlders with suspicion, while merchants haggle over Tureded's high-quality foodstuffs, a major export.

Hooks:

- **Patron Job:** A local noble (the Imperial knight overseeing Tureded) hires the party to investigate a shady offworld trader suspected of being a Zhodani agent trying to sabotage the starport's fuel supply. The party must gather intel in the cantina without arousing suspicion.
- **Smuggler's Deal:** A desperate free trader offers the party 5,000 credits to smuggle a crate of "agricultural tech" offworld. DR: 2-8 it's actually stolen Imperial comms gear, potentially linked to the sleeper agent scandal; 9-12 it is evidence from a Zhodani sleeper cell that has war plans.
- **Ambush Risk:** While negotiating cargo or repairs, the party is mistaken for offworld spies by a jumpy biker gang (1d6+2 members, armed with SMG). To de-

escalate the situation, the party needs to make an NPC reaction check, or combat will erupt in the crowded starport. Note that a friendly reaction will tie the party to the biker gang.

Challenges:

- The starport's limited facilities mean repairs are more difficult.
- The locals' distrust of offworlders imposes a penalty on social skill checks unless the party can prove their loyalty to the Third Imperium or local biker gangs.
- A Zhodani agent (Gun Combat 1) might tail the party, planting evidence to frame them as traitors, leading to a confrontation. Decrease chance if party taking security seriously.

2. The Verdant Co-op Exchange: Agro-Trade Market

Description:

Near Tureded's capital, the Verdant Coop Exchange is a sprawling open-air market where farmers and agro-cooperatives sell their high-quality foodstuffs to offworld buyers. Colorful stalls overflow with genetically enhanced grains, fruits, and livestock products, attracting traders from Regina, Rhylanor, and beyond because of Tureded's strategic jump-1 position on the Spinward Main. In 1107, the market is tense, with local vendors refusing to sell to suspected "Zhodani sympathizers" after the sleeper agent arrests. Armed guards (bikers) and automated drones (from a security firm) patrol the market, and a recent sabotage attempt on a grain silo has heightened security.

Hooks:

- **Trade Opportunity:** A broker offers the party a contract to transport 10 tons of premium foodstuffs to Rhylanor (Spinward Marches 2716) for 20,000 credits, but they must negotiate with hostile farmers who demand proof of Imperial allegiance.
- **Sabotage Investigation:** The local baron hires the party to uncover who's behind the silo sabotage. A computer check reveals encrypted Zhodani transmissions in the market's comms network, but pursuing the lead draws the attention of a hidden agent.

- **Riot Spark:** A brawl erupts when someone accuses an offworld trader of espionage. The party becomes embroiled in chaos (1d6 x 10 angry locals vs. 2d6 guards). Party can flee, mediate, or pick a side, risking their reputation with the outcome.

Challenges:

- The market's high-tech agro-equipment requires repair or bypass if the party needs to access restricted areas (e.g., sabotaged silos).
- Local paranoia means that any non-human party members or those with Zhodani-like psionic abilities face an appropriate penalty on social interactions.
- The saboteur may attempt to frame the party, planting incriminating data on their ship or gear.

3. The Greenbelt Frontier: Outlying Agro-Colonies

Description:

Beyond the capital, Tureded's fertile plains give way to the Greenbelt, a network of remote agro-colonies where independent farmers cultivate experimental crops to boost the planet's economy. These colonies are self-sufficient, with water-powered homes and TL9 harvesters, but they're vulnerable to raids and sabotage. In 1107, the Greenbelt is on edge after reports of Zhodani-backed raiders targeting outlying farms, possibly to disrupt Tureded's food exports. Local militia loosely patrolled the colonies, and a rumored Zhodani base in the nearby hills has locals preparing for the worst.

Hooks:

- **Rescue Mission:** A farmer's distress call claims raiders have kidnapped her family and stolen a harvest worth 15,000 credits. The party will receive 8,000 credits if they rescue the family and recover the goods, and this requires them to track the raiders to a hidden camp.
- **Scout Recon:** The Imperial baronet hires the party to investigate rumors of a Zhodani forward base in the hills. Look for an opportunity for a task check that uncovers tracks leading to a camouflaged outpost (1d6 Zhodani commandos, TL 11 gear), but the party risks being outgunned.

- **Tech Heist:** A rogue colonist offers the party 12,000 credits to steal an experimental harvester prototype (TL 9, worth 30,000 credits) from a rival colony. The job requires infiltration and avoiding militia patrols (2d6 guards, armed with shotguns).

Challenges:

- The Greenbelt's rough terrain imposes a penalty on vehicle or navigation checks unless the party has a suitable vehicle (e.g., ATV or grav).
- The Zhodani raiders (if present) have members who use psionic abilities. This could make stealth approaches difficult.
- The Greenbelt's independence means they may refuse to aid the party unless bribed (1,000 credits per colonist) or persuaded. Some factions of bikers will give the party a bonus or penalty.

Referee Notes:

- **Context (1107):** Tureded's strategic importance as a junction on the Spinward Main makes it a flash point. The recent discovery of Zhodani sleeper agents (251-1107) fuels distrust, and the planet's Class C starport limits offworld support, forcing the party to rely on local resources.
- **Tone:** Emphasize Tureded's rural, independent vibe—think frontier farmers with a chip on their shoulder, wary of Imperial or Zhodani influence. Paranoia and local pride should color interactions.
- **Rewards:** Successful missions yield 5,000–20,000 credits, plus potential salvage (e.g., raider gear, TL 9-11) or trade goods (foodstuffs worth 1,000 credits/ton). Failure risks being branded as Zhodani sympathizers, complicating future jobs in the Marches.

These encounter areas immerse players in Tureded's unique blend of agricultural

prosperity, strategic importance, and wartime tension.

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